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ULTRA® GAMES

NES-VH-USA

HOW TO PLAY

KINGS OF THE BEACH

PROFESSIONAL BEACH VOLLEYBALL™

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WELCOME TO THE WORLD OF ULTRA!

You're now the proud owner of ULTRA's authentic version of Kings Of The Beach Professional Beach Volleyball for the Nintendo Entertainment System. We suggest that you read the following instructions thoroughly before partaking in this slam-fest.

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BEACH BUMS MOVE INTO BEVERLY HILLS

Back in the '50's (just before Frankie and Annette hit the scene) beach volleyball was uncomplicated. No audiences. No publicity. No prizes. No babes. The guys were just kings of their own little sand castles.

Today, the game has outgrown its Southern California britches. Pro beach volleyball has fans in places as diverse as San Diego, Chicago, Honolulu, Rio de Janeiro and Sydney. Prize money can go as high as $100,000 for a tournament. If these guys still have a beach bum image, it's a gold-tinted one.

Of course, one thing is still the same in this modern day sport of kings. And that's motivation. It's all about being King of the Beach, where the royal garb is a golden tan and the queen is dressed in a leopard-skinned bikini!

RULES OF THE GAME

Now you've got the chance of a lifetime, a chance to hit the beach wearing the same shorts as volleyball gurus Randy Stoklos or Sinjin Smith.

This game is played according to the rules of world championship volleyball. Points can only be scored by a team when it's in possession of the serve. If you aren't serving, and your opponent knocks the ball out-of-bounds or fails to hit it, a "sideout" will occur (nobody scores and your team gets to serve). In a one game match, the winner is the first team to reach 15 points. In a three game match, each game is decided by the first team to reach 12 points. NOTE: All matches must be won by 2 points.

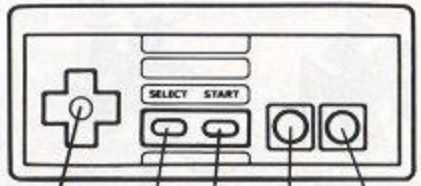
Key rules to remember: Each team is allowed to touch the ball up to three times before sending it back over the net. No player is allowed to touch it twice in a row.

Up to four players can play this game at once. However, if more than two players are digging in, a separate adapter is required.

To begin play, press the Start Button and cruise over to the Beach Scene where you'll choose your mode: PRACTICE (BUMP, SET or SPIKE), MATCH PLAY or TOURNAMENT PLAY. Remember to visit the Registration Tent before competing.

YOUR ROLE MODELS

Kings of the Beach is programmed with the playing styles of Sinjin Smith and Randy Stoklos. While you've gotta play smooth and make all the right moves, programmed player intelligence really helps out. Through hours of discussions with Smith and Stoklos, we've set up statistical shooting percentages and accurate playing styles that simulate those of this dynamic duo.



Sinjin Smith
Ht: 6'3" WT: 190
HOME: Santa Monica, CA
AVP RANKING: 1

Sinjin is the most successful player in beach volleyball history. He is the all-time leader in career wins and the sport's highest money winner. Smith is considered a great defensive player and a master of the dig.

Randy Stoklos
HT: 6'3" WT: 215
HOME: Pacific Palisades, CA
AVP RANKING: 1

Nicknamed "Vanilla Thunder," Randy is the most dominant player on the beach. He intimidates opponents with his killer jump serve and his devastating one-armed KONG block.

SETTING UP THE ACTION

Spike—After pressing the Start Button, you'll see Spike (the punked-out/funked-out wonder boy) kicked back on the Beach Scene. Be nice to this cat, because he's the dude you gotta hang with to get around. He'll be sort of a buddy ol' pal who'll guide you from the Practice Courts, to the Match Play Zone, to the Tournament of Champions.

To motivate Spike (remember, it usually takes a blonde bombshell or at least some heavy duty waves to raise the average beachcomber's blood pressure), press the Control Pad Up, Down, Left or Right. Once you've cruised into the area where you want to chill-out or fire-up, press the A Button.

The Beach Scene

Any time you want to hit the Beach Scene, press the Select Button.

THE REGISTRATION TENT

The first place you should go with Spike is to the Registration Tent (unless you just want to fine tune your game on the Practice Courts). This is where you will meet the lovely Annette "Va-Va-Va-Voom" FunaJello, who'll help you get started (don't take that literally!)

Once under the tent, use Controller #1 to make your selections.

Using the Control Pad and A Button, assign Sinjin, Randy, Chaz and Miguel to a Controller. (If one person plays, only assign one of the pros. If two people play, assign two pros—etc. For three or more players, a four-player adapter is required.) Press the A Button again to lock in each selection.

Next, choose either COOPERATIVE or COMPETITION. If 2 people play, Sinjin and Randy can either team-up (cooperative) against computer assigned players, or split-up (competition) and challenge one another.

The final choices you'll make will be the game level (EASY, MEDIUM or DIFFICULT), 1 or 3 set matches and whether or not you want the hip LA Sound Machine On or Off.

After you've cleared all of your selections with Annette, move the cursor to "Exit To The Beach" and press the A Button.

HINT: If one person plays, Sinjin can be automatically selected by simply moving the cursor to "Exit to the Beach." You'll then play with Controller #1.

PRACTICE COURTS

The Bump, Set and Spike courts are the areas where you'll sharpen your game. Stroll over to one of these courts with Spike and then press the A Button. Coaches will be waiting here for you, and they'll set up shots for you. (Sorry, they won't provide any advice on how to meet chicks!)

After you finish practicing, press the Select Button to return to the Beach Scene.

MATCH PLAY MODE

Here's where you'll partake in a little unfriendly competition. Up to four players can go at each other's throats, provided you have an adapter.

Remember, in a one game match, the first team to score 15 points will win over the crowd. In a three game match, the team to score 12 points first is the victor. Needless to say, two out of three victories will win the match.

THE TOURNAMENT OF CHAMPIONS

The Tournament is made up of five stages. You'll proceed from one stage to the next by winning three 15 point games consecutively. Each time you win three in a row a password is displayed. Write this baby down—that way if you want to take a break to wipe off the sweat, you can return to action later by entering the password on the TOURNAMENT PASSWORD SCREEN.

To return to the Tournament, choose CONTINUE on the Tournament Password Screen. Next, press the Control Pad Left or Right to select appropriate password letters. Lock in each letter by pressing the A Button.

NOTE: In a Tournament a maximum of 2 people can play. One of you will wear Sinjin's shorts. The other will wear Randy's. You'll then team-up against a couple of computer slammers.

THE BIG SHOTS (FROM NERVE SERVES TO JOCK BLOCKS)

- **The Underhand Serve (AKA: The Skyball Serve)**—This is a high-arcing serve that sends the ball deep into the opponent's court. This serve buys you plenty of time to get in position for your opponent's return.

  Move yourself into position using the Control Pad, then press the A and B Buttons simultaneously to launch this serve.
- **The Flat Serve**—This basic beach volleyball serve will force your opponents to make quick adjustments. If you hit it right, you'll launch a rocket about two inches above the net. But if your timing is off, the ball will thump into the sand, and all the volley dollies will turn their heads in shame.

  Press the Control Pad to move into position, press the A or B Button to toss the ball, then crush it by pressing the B Button.

- **The Jump Serve**—This is a difficult serve to master. But if you do, its high speed can force mistakes from your opponents and help establish net dominance. With proper execution, the poor schmoes on the other side of the net will have to return a meteor with a nasty topspin.

  Go for the Ace by using the Control Pad to position yourself, press the A or B Button to toss the ball, then press the A Button to slam it home.

  Serve only after the ref blows his whistle.

  NOTE: Change the ball's direction by moving the Control Pad Up or Down, Left or Right. (Because timing is so important, this maneuver is tricky to master.)
- **The Set**—This is a controlled shot used to set-up your teammate for a spike. Usually the second of the three shots, it's a soft, high pass that is lofted toward your teammate.

  Press the B Button briefly to make a low toss (for quick plays). Press the B Button longer for a high toss. Again, you can move the ball using the Control Pad.
- **Receiving A Serve**—When receiving a serve, you want to use the bump shot. You might also think of bumping the ball if you're out of position for a spike.

  To bump, move into position and then press the A Button.

- **The Spike**—Use your three hits effectively to set up the hammer spike. To surprise your opponents, try spiking on the second shot (but only if you see a gaping hole in their defense).
  To spike, press the A and B Buttons simultaneously. Change the direction and force of the spike by pressing the Control Pad toward your opponent's court.
- **The Block**—To block a spike, you'll want to be at the top of your jump just as your opponent hits the ball.
  To block, press the Control Pad Up to jump, then press the A and B Buttons simultaneously.
- **Kong Block**—Stoklos is a master of utilizing a one-handed KONG BLOCK to hammer the ball back into the opponent's face.
  Press the A and B Buttons simultaneously, while pressing the Control Pad toward your opponent's court.
- **The Feint**—You can use this maneuver when making either a block or a spike.
  Press the A and B Buttons simultaneously, while pressing the Control Pad toward the back of the court.

- **Diving Reception (Dig & Dive!)**—When you go for a ball that you're too far to get completely under yet are too near to miss entirely, you'll automatically dive for the ball.
- **A Tip On Hitting**—The ball always lands in its own shadow. To be in the right position when the ball comes down, stay in the shadow. Also remember, timing is everything, and if you wait TOO long before hitting the ball it will plop into the sand.
- **Arguing A Lame Call**—If you think the ref made a lousy call, you can "discuss" your feelings with him. Through the fine art of intimidation, you may convince the ref to reverse his call. If the call goes your way, be sure to say, "Good call, sir." If not, be sure to keep "Near-sighted moron" under your breath. To argue a call move your player next to the referee's chair and press the Start Button.

Warnings And Point Deductions: A yellow card means you've upset the ref and he's giving you a warning. A red card means the ref's had enough of your barking and he's docking you a point.

NOTE: You may only dispute a call *before* the score is displayed.

CAST OF CHARACTERS (YOUR SHOW-NO-MERCY TOURNAMENT OPPONENTS)

Stage 1 (Coronado Beach, San Diego)

Calvin
The sorriest player on the circuit. Calvin's fear of the net and his lousy eyesight make him an easy target for a six-pack slam. Careful play should send this rookie home. (Calvin is also in Stage 3)

Mack
He'll have his moments of studliness, but his net game is strictly blue collar—like his background in the construction biz. (Watch out for his sledgehammer spike in Stage 4)

Selznick
One of the sport's founding fathers and the original king of the beach, Gene is the ultimate finesse player. He has only two weaknesses: Slim and None, and we all know where Slim has gone.

Wilfred
A classic beach bum, he spends his days "bagging rays," and nights building burritos at El Taco Bomb. This leaves him little time for V-Ball practice, so slam on him hard. (He'll team with Arnie in Stage 5)

Von Hagen
Von is known for his strength and technically precise skills. He's been outta the scene for awhile, so he may not have his sand legs. (Von Hagen is also in Stage 2)

Lester
He may be a killer on a skateboard, but his volleying is far from rad. Sometimes his "thrasher" attitude pulls him through, but generally his best spikes are in his hair. (Watch out for Lester's dirty tricks in Stage 2)

Stage 2 (Oak Street Beach, Chicago)

Arnie
After going up against his killer spike, some of his opponents call him the Terminator. He's a pure player who never gives up. (In Stage 5 he'll prove to be a regular Beach Barbarian)

Gunter
A product of East German genetic engineering, this guy comes to play. He's got an awesome spike that must be blocked if you expect to win. Try not to get psyched-out by his power. (In Stage 3 Gunter will claim to be the ultimate volleyball machine)

Hanley
A native of Santa Barbara, John is great at blocking shots around the net. If you'd prefer not to get the ball stuffed down your throat, try to dink some of your shots. (Hanley is also in Stage 3)

Hansen
An up-and-comer in the pro ranks, Leif's strength is his vertical leap. So watch out for his wicked jump serve.

Stage 3 (Waikiki Beach, Hawaii)

Mano
Nicknamed the Smokin' Samoan, Mano is a real scrambler. The back-court is his domain, so try to draw him to the net, then keep the pressure on. (In Stage 4 watch for his Skyball Serve)

Kahuna
A member of the Hawaiian royal family, Kahuna spends most of his time surfing the pipeline and chasing wahinies. He may not be quick, but he can surprise you with big plays.

Stevenson
"Johnny Steve" is the shortest player on the tour. But don't let his size fool you. He spent a lot of hours hang-timin' with Spud Webb, and now he's one of the best leapers and defenders on the beach. (Stevenson is also in Stage 4)

Stage 4 (Copacabana Beach, Rio de Janeiro)

Raoul
He claims to be the father of the Brazilian Jump Serve. His speed on the beach is amazing, but his hot Chili Pepper temper can be his downfall.

Armando
This notorious Latin lover is as smooth on the court as he is off. So watch out for his passes and his attempts to woo you to the net.

Powers
A member of the 1984 gold medal team, Powers is considered one of the world's premier spikers. He's also an incredibly intimidating blocker.

Stage 5 (The Great White Beach, Australia)

Reggie
The Aussie's answer to outback V-Ball, this down under kinda guy has tamed as many opponents as he has man-eating crocodiles. Net play is his forte.

Buzz
Maniac Buzzy is a ferocious blocker who has earned the respect of many a beach babe. Spike poorly against him, and you'll be eating leather.

Dodd
This four time world champion never makes a mistake. He's all over the court and plays superb defense.

Hovland
The mighty Hov is a flawless player. A USC grad, he has an unbeatable presence at the net.

Treat Your ULTRAGAMES Cassette Carefully

- This ULTRAGAMES cassette is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the cassette.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
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- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

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— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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